

## Method for Locking Shared Resources Connected by a PCI

### Bus

#### Field of the Invention

- 5 The present invention relates generally to a method for locking shared resources between multiple computer processors. More particularly, the present invention relates to a method for locking resources shared between computer processors which are connected by a PCI bus.

#### 10 Background of the Invention

- Early computer systems, i.e. those which operate on a single task at a time, and use a single processor in a system, did not require any locking mechanism to prevent one task or processor from being accessed
- 15 simultaneously by another task or processor. In many modern computer system, multiple processors, and, in some cases, multiple tasks in each processor, attempt to access a shared resource simultaneously. The problem with such simultaneous action is that, due to a certain sequence of events, the content of the resource, or the way it is
- 20 handled, may be incorrect.

- Therefore, processing systems having concurrently operating processors accessing certain shared resources must have a means for synchronizing such accesses. One way of implementing such a system
- 25 is the busy-waiting strategy, in which each processor makes a request

for a resource and waits idly until the resource is available. When the busy resource does eventually become available, one requesting processor gains access to the resource, while others continue to await an opportunity to access.

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A process called "locking" has been widely used in the industry as a means for ensuring data integrity to better control accesses of tasks and processors to shared resources. The basic idea is to lock a resource against use by other tasks or processors, while a certain task or

processor is using the resource. As a result of locking, the resource becomes unavailable to all tasks or processors other than the task or processor that initiated the lock. Upon completion of the requested task or tasks by the resource, the task or processor "unlocks" the resource, effectively opening it or making it available for use by other tasks or processors of the system. Multiple approaches of handling such cases have been suggested in prior art, many of which rely on a central controlling unit, or "interest manager", to handle the locking and permission setting for such locking mechanisms.

20 Many modern computer systems use a bus known as a Peripheral  
Component Interconnect (PCI) bus. The PCI buses have a locking  
mechanism, [LOCK#], to guarantee exclusive access to particular  
system resources whenever a device on the PCI bus requests  
ownership of the bus, or in other words, to perform an “atomic access”,  
25 i.e. uninterruptible access, to a resource. When LOCK# is asserted,

nonexclusive transactions must proceed to an address that is not currently locked, or otherwise wait until such lock is deactivated. A grant to start a transaction on the PCI bus does not guarantee control of LOCK#. Moreover, the system requires exclusivity on a region of 16  
5 aligned bytes. The lock mechanism that controls LOCK# must be separately implemented. By assigning a resource a lock status, the mechanism will prevent the access to such locked resource.

Many modern processors provide support for locking mechanisms such  
10 as test-and-set, compare-and-swap, or fetch-and-add. Test-and-set(t) atomically (i.e. in a single step) reads the original value of "t" and sets it to "1". Compare-and-swap(a, b) atomically swaps the data values between "a" and "b". Fetch-and-add (x, n) atomically reads the original value of "x" and adds "n" to it.

15 As the known systems for locking mechanisms are relatively time consuming and complex, there clearly exists a need in the industry for providing a system and method for efficient resource-locking mechanism, specifically for the use in PCI-based or similar systems.

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### **Objects and Summary of the Invention**

The present invention relates generally to systems where memory of one central processing unit (CPU) in a multiple processor system may be accessed by another CPU. Furthermore, the present invention is  
25 particularly related to a system wherein a resource memory table is used

with memory resources dedicated for each processor and shared resource combination More specifically this invention is related to the case where, in such a multi processing system, the write and read operations of each processor are directed to specific memory elements

5 in the resource memory table; for write operations, each processor is directed to access a single memory element per resource while for read operations each processor is directed to access two or more memory elements simultaneously, per shared resource. A memory element may be a bit, a byte, or otherwise an indivisible basic memory unit.

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It should be understood that in the context of this invention, the term "CPU" is being used to include any sort of computational processing unit, including a network processor, a microprocessor, a microcontroller, and the like.

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The present invention relates to a method for locking a resource which is shared by a plurality of processors. Each resource has a memory unit related to it and which can be automatically accessed, over PCI bus or by any other communication means having similar memory cycles

20 characteristics, by the processors sharing the resource. Employing the method in a system such as that described results in a fast locking and unlocking mechanism.

A specific example of such a bus is that of the PCI bus. Even more specifically the invention relates to a system comprised of multiple

packet processors in service aware networks (SAN) where wire-speed performance is essential to ensure high quality of network service.

It is a purpose of this invention to provide an improved apparatus  
5 and method for efficiently locking resources connected to multiple processors over a PCI bus or over any other communication means having the same or similar memory cycle characteristics. An exemplary embodiment of a computer system embodying the present invention comprises at least two CPUs, shared memory, at  
10 least one shared system resource and a resource-locking table provided in the shared memory, wherein each of the CPUs is communicatively interconnected with the shared memory and the shared system resource, and the resource locking table is operative by each of the CPUs.

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### **Brief Description of the Drawings**

Fig. 1 is a diagram of an exemplary of a PCI-bus based computer  
20 system;

Fig. 2 is a diagram of shared memory which may be used for purposes of locking shared resources in accordance with an exemplary embodiment of the present invention;

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Fig. 3 is a flow chart of an exemplary embodiment of the shared resource locking mechanism of the exemplary embodiment; and

Fig. 4 is a diagram of an exemplary embodiment of shared memory used for locking shared system resources in accordance with an exemplary embodiment of the system of the present invention.

#### Detailed Description of the Invention

With reference to FIG. 1, a system **100** contains multiple processing units CPU1 to CPU N (hereinafter CPUs) **110-1 – 110-n**, where N is 2 or greater (thus at least two CPUs are required). CPUs **110** are connected via PCI bus **140**, or any other communication means having similar memory cycles characteristics, i.e. where the write operation can be atomically performed to a single memory element while a read can access at least two or more elements simultaneously. However, it should be noted that bytes are used herein only for the purpose of example, and any basic memory element can be used. Each CPU **110** has, in addition to its own memory, access to shared memory **130** which is accessible by the other CPUs **110**, and which is also connected to PCI bus **140**. In some embodiments of this invention shared memory **130** may be part of the memory of a CPU. In addition, at least one shared system resource **120** is also connected to PCI bus **140**. At times, one of CPUs **110**, specifically CPU **110-1** for purposes of this example, may wish to request exclusive access to a shared resource, for example, resource **120-1**, i.e. simultaneously prevent any other CPU **110-2 – 110-**

n, to connect with shared resource **120-1**, but without disrupting the possibility of use of other shared resources **120-2 – 120-m**. In accordance with the present invention, each CPU **110** is provided with control commands **150** that allow for the implementation of a locking mechanism that will prevent access of any other CPU **110** to shared resource **120** while it is being exclusively used by CPU **110-1**. The operation of CPUs **110** may be totally independent from one another and CPU **110-1** may use data provided by shared resource **120-1** at a rate that is not under the control of any of the other CPUs.

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In an exemplary embodiment of the present invention, where  $N=4$ , CPUs **110-1 through 110-4** are connected to PCI bus **140**. A portion of shared memory **130** is assigned for the purpose of use in conjunction with the locking mechanism control commands **150**.

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A schematic diagram of shared memory **130** is shown in Fig. 2. The portion of shared memory **130** which is dedicated to locking mechanism control commands **150** is divided into ownership rows **220**; one ownership row for each resource, i.e. row **220-1** is dedicated to the first shared resource, row **220-r** to the  $r^{\text{th}}$  resource, and row **220-m** to the last shared resource. In the case where four CPUs are used (i.e.,  $n=4$ ), each byte of a four-byte double word, is used as an owner field for a specific CPU **110**. Hence, byte 0 **210-1** corresponds to CPU **110-1**, and byte 1 **210-2** corresponds with CPU **110-2**, and so on. This should be understood as, the column of byte 0 corresponds to CPU **110-1**, the

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column of byte 1 to CPU **110-2** and so on. It should be noted that the number of bytes in each row is limited only by the maximum number of bytes that CPUs **110** and bus **140** can handle as an atomic read operation. For example, systems capable of handling 8-bytes, could  
5 handle eight CPU **110** using the disclosed invention.

A description for an exemplary embodiment employing a hierarchical approach for systems having more CPUs than can be handled by reading one memory row atomically is disclosed below. A CPU **110**  
10 claiming exclusive ownership, or requesting to lock resource **120**, for example, for its sole use, first performs a sequence of actions designed to ensure a successful lock without contention with other CPUs **110**, and at the end of the process relinquishes the lock from resource **120-1**, making it available for use by other CPUs **110**. Moreover, although the  
15 example relates to a memory row of 32-bits (4 bytes), the system can be easily modified by one of ordinary skill in the art to be used with memory rows of larger or smaller numbers of bytes, for example, 2 bytes, 8 bytes, 16 bytes, etc. or any number of bytes as long as a read operation can be performed atomically, as explained above.

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The flow chart in Fig. 3 describes the sequence of steps, according to an exemplary embodiment of the present invention, for achieving a secure lock of a resource **120** for use by CPU **110** ("c"). In checking step **310**, the ownership row **210** corresponding to resource **120** ("r") to be  
25 accessed is checked. If the contents of any of the bytes **210-1 – 210-n** is



anything other than "0" then the requesting CPU **110-c** waits in step **330** before attempting to check ownership row **210-r** for another time. A person skilled in the art could program the wait time to correspond to any number of parameters, including the priority of the request, the

5 number of CPU **110** among all other CPUs **110**, the frequency of request for a lock by CPU **110**, the type of resource **120**, and others. However, if ownership row **220-r** is clear, then the system may proceed to locking step **320** where byte **210-c**, corresponding to CPU **110-c** which is attempting to lock resource **120-r** in ownership row **220-r**, is set

10 to "1". Since CPU **110-c** has a designated byte **210-c** in ownership row **210-r**, there is no possibility of contention or override by another CPU **110**. In recheck step **340** ownership row **220-r** is checked to ensure that only one CPU **110** has locked resource "r". If that is not the case, i.e. if another CPU **110** has simultaneously set ownership in its ownership

15 byte **210** to 1, then control is transferred to conflict clearing step **350** where all the bytes **210-1 – 210-n** corresponding to the requesting CPUs **110** are cleared, followed by a wait period in waiting step **330**. When CPU **110** has reached recheck step **340** and received a "No" answer, then resource **120-r** is considered locked, or otherwise exclusive for the

20 use by CPU **110-c**, in access step **360**. Once CPU **110-c** has completed its use of resource **120-r**, CPU **110-c** relinquishes the lock over resource **120-r**, by clearing byte **210-c** in row **220-r**.

In system **100** the locking operation requires four PCI transactions: a) read operation in step **310**; b) write operation in step **320**; c) read operation in step **340**; and d) write operation in step **370** (assuming that a simultaneous conflicting request has not been made, triggering step

5 **350**.

Figure 4 shows an exemplary embodiment in which shared memory **130** is organized for implementation of a hierarchical locking system allowing for up to sixteen CPUs **110**. This embodiment may be required in

10 system **100** where bus **140** is limited to reading atomically a maximum of four aligned bytes, for example. In this example, sixteen CPUs **110** are grouped in groups of four CPUs. A table **470** have rows **460-1** through **460-m**, i.e., one row per resource **120**. Each row **460** contains four bytes **430**, each byte corresponding to a group of four CPUs **110**. Byte **430-1**

15 corresponds to CPU **110-1** through **110-4**, byte **430-2** corresponds to CPUs **110-5** through **110-8**, and so on. A table **450** having rows **420** is further provided. A group **450**, corresponding to a single resource **120** is comprised of four rows **420**. Each row **420** contains four bytes **410**, each such byte **410** corresponding with a single CPU. Hence is CPU **110-1**

20 wishes to access resource **120-1** then the first byte **410-1** of row **420-1** of group **450-1** is set to "1" and correspondingly, the first byte **430-1** of row **460-1** of table **470** is set to "1". Therefore, in order to determine the use of resource **120-1**, it is sufficient to read row **460-1** and if any memory element within row **460-1** is set to "1", then the resource is

identified as being in use and unavailable. This exemplary embodiment can be easily modified by one skilled in the art to fit implementation of 2-byte, 8-byte, 16-byte, or otherwise any other implementation allowing for an atomic read of a single row.

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Thus the locking procedure takes place in two steps: a) choosing the CPU group **430** for a particular resource; and b) locking the resource for a specific CPU **110**. Therefore steps 310, 320 and 340 shown in Figure 3 must be repeated twice, once for step a) above and then for step b) above. Similarly, upon release of a resource, first the byte in 410 is reset, followed by the byte in 430. The algorithm presented in Figure 3 can now be easily modified by a person skilled in the art, to accommodate for this change. The hierarchy may continue any depth as may be deemed necessary. Moreover, the examples relate to a memory row of 32-bits, however, the system can be easily modified by one of ordinary skill in the art to be used with memory rows of larger or smaller numbers of bytes, for example, 2 bytes, 8 bytes, 13 bytes, 16 bytes, etc. provided that the write operation can be atomically performed. Additionally, it should be understood that the invention can be configured for a different number of CPUs than that shown in the exemplary embodiment. It should also be noted that it is always possible to use fewer CPUs than the maximum shown in each embodiment.

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Further modifications and alterations may also be made to the exemplary embodiments of the invention as described herein by one of

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skill in the art without departing from the spirit or scope of the invention  
as claimed in the appended claims.